



PAL



SONY



# PlayStation®



Disney Pixar

a  
bug's  
life

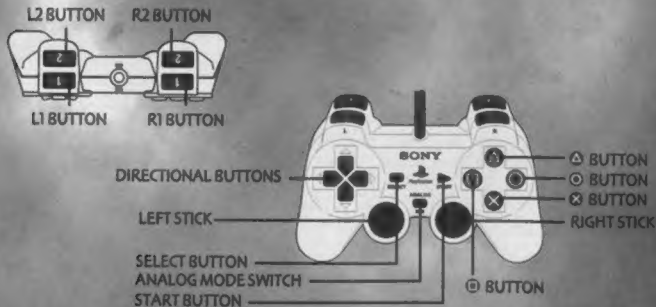
ENGLISH

# Setting Up

Set up your PlayStation® according to the instructions in its Instruction Manual. Insert the A BUG'S LIFE™ disc and close the disc cover. Turn the PlayStation® ON at the POWER button. It is advised that you do not insert or remove peripherals or Memory Cards once the power is turned on. Make sure there are enough free blocks on your Memory Card before commencing play.

**PLEASE NOTE:** All screenshots for this manual have been taken from the English version of this game. Some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished game.

## How To Play The Game



A BUG'S LIFE™ can be played using the directional buttons or, if you are using an Analog Controller (DUAL SHOCK™), the left stick. When using the left stick, ensure the analog mode switch is on (the LED will light up Red). The Vibration Function of the Analog Controller (DUAL SHOCK) can be toggled on or off in the options menu (see the Options section further on in this manual for more information).

ⓧ button

Start button

Directional buttons or left stick

**L2** or **R2** + directional buttons

ⓧ button

△ button

Ⓢ button

Ⓢ button

**L2** or **R2** (hold) + Ⓢ button

ⓧ button (double-tap)

ⓧ button (double-tap and hold while moving)

**L1** button (tap)

**L1** button (hold)

**R1** (hold)

ⓧ (while Flik holds a seed)

Select button

Begin a level.

Pause (during gameplay).

Move Flik.

Walk.

Jump / Jump on seed pods.

Change seed colour.

Throw berries / Pick up/drop seeds / Handstand on seeds.

No Function.

Kick.

Abdomen bounce on enemies.

Abdomen slide (only when going downhill).

Swing camera view behind Flik.

Use camera to look around.

Locks camera in place.

Cycles through various plants Flik can grow.

Display Status Icons.



# Main Menu

To access the Main Menu, press the **START** button at the Title Screen. Flik lives in an organic, ever-changing world, so the Main Menu is made up of a vine. Each leaf on the vine takes Flik to a different place. Move left and right along the vine to access the various selections, then press the **X** button. From left to right, the vine will show:



- OPTIONS:** See the Options section further on in this manual.
- LOAD/SAVE:** Access the Memory Card save & load functions.
- MOVIE CLIPS:** As you complete sections, you will be rewarded with clips from the movie. You can rewatch them here.
- TRAINING:** This is a level to teach you the basics for survival.
- ANTHILL** Begin your journey by finding the entrance to the Anthill.
- Other levels:** These will appear as you proceed through the game.

## OPTIONS

To choose an option selection, select the options leaf and press the **X** button. In the options screen you can perform the following functions:

- CHANGE CONTROLS:** Choose from 8 alternative Controller configurations.
- MUSIC VOLUME:** Press **←** or **→** to decrease or increase the music volume.
- SFX VOLUME:** Press **←** or **→** to decrease or increase the sound effects volume. This also controls the volume for the speech in-game and in the movie clips. If you turn the sound completely off, you might miss important information!
- VIBRATION:** Toggle the Vibration Function of an Analog Controller (**DUAL SHOCK**) **ON** or **OFF**.
- CENTRE SCREEN:** Use the directional buttons or left stick to centre the screen, then press the **X** button to confirm and return to the **OPTIONS** menu.

## SAVING AND LOADING GAMES

**Note:** You must have a Memory Card inserted in your PlayStation game console before you turn on the power in order to save a game or load a previously saved game. **DO NOT INSERT OR REMOVE MEMORY CARDS ONCE THE POWER IS TURNED ON.** Make sure you have at least 1 free block on your Memory Card before commencing play.

To save a game:

Use the directional buttons or left stick to select the leaf marked **LOAD/SAVE** and press the **X** button. Press the **PS** button to access the Save screen. Next, use the directional buttons or left stick to highlight the block you wish to save onto and press the **PS** button to save your game.

To load a saved game:

Use the directional buttons or left stick to select the leaf marked **LOAD/SAVE** and press the **X** button. Press the **X** button again to access the Load screen. Next, use the directional buttons or left stick to highlight the save you wish to load and press the **PS** button to load a game.

## TRAINING

Select the Training leaf to learn everything you need to know about berry throwing, planting seeds and using plants. Your teacher is Mr. Soil. Pay attention to the master and you'll soon be ready to go grasshopper hunting.

## CHOOSING A LEVEL

Use the **LEFT / RIGHT** directional buttons or the left stick to select a Level leaf. Now press the **X** button to enter the level.





## The Story

Every year on Ant Island, the ant colony, under the rule of the Queen Ant and Princess Atta, who is training to succeed her aged mother, works tirelessly gathering food for winter. And every year, cold-hearted Hopper and his hungry horde of unruly grasshoppers ride through and extort food from the timid ant colony.

It's not only terrifying to the ants; it's downright humiliating! Flick, a klutzy but inventive worker, has built a harvesting contraption to help increase food production. Instead, it runs out of control and destroys the ants' food offering to the grasshoppers.

When the grasshoppers arrive, Hopper is furious with the colony's apparent lack of progress. Unwilling to listen to an explanation, Hopper demands "twice the food."

"We'll be back at the end of the season," Hopper intones, "when the last leaf falls."

Flik is put on trial for his colossal mistake and brought before Princess Atta and the Ant Council. During the proceedings, Flik, unable to contain his thoughts and ideas, suggests they find bigger bugs to help defend the colony against the grasshoppers. Flik even volunteers to find them himself. Surprisingly, Princess Atta grants his request to go search for the bugs, secretly hoping it will keep the jinxed Flik out of the way, allowing the colony to meet Hopper's demands without interruption.

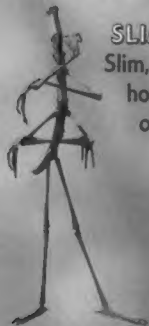
Now Flik will leave the island in search of tough bugs, oblivious to the fact that the colony is more than happy to see him go. Once he gets to the big world outside, the adventures awaiting Flik will change him and Ant Island forever!





# Meet Flik's Friends

Meet Flik's tough and battle-ready bug warriors.



## **SLIM** the Walking Stick

Slim, the unfriendly circus clown, always complains about how misunderstood he is and that he is merely a prop for others' amusement.

## **HEIMLICH** the Caterpillar

Heimlich likes to eat and his stomach proves to be a useful trampoline. Heimlich tends to giggle when you hop on his tummy.



## **FRANCIS** the Lady Bug

Francis is often mistaken for a lady. He is a ladybird after all. Francis overcompensates for this by attempting to pick a lot of fights.

## **ROSIE** the Black Widow

Rosie doesn't spin the strongest web in the world, but she tries her best. Flik can navigate over obstacles by using Rosie's webs. Rosie hangs nearby encouraging Flik to hurry along.



# Meet Flik's Friends

## **DIM the Rhino Beetle**

Dim is all heart. Flik uses Dim as an airlift to transport Blueberry Scouts in The Tree level. Despite Dim's usefulness, he tends to speak in single syllables.



## **TUCK & ROLL the Pillbug Acrobats**

Flik uses these eager pillbugs to bounce himself upwards. All the while they speak a very enthusiastic Hungarian form of gibberish.



## **GYPSY the Moth**

Gypsy, a stunning beauty, radiates self-confidence. When Gypsy's wings unfurl, her back takes on a splendiferous appearance.



## **MANNY the Magnificent Praying Mantis**

Manny tends to take his magic arts and himself very seriously. Beneath the curmudgeonly surface however, lurks a helpful heart-of-gold. Manny's magical chamber (a Chinese take-out container) comes in very useful in Flik's quest to rid the colony of the grasshoppers.



## Keep Flik Moving!

Flik is one agile ant! He's strong too, since all ants are strong. Flik can pick things up and haul them around. He can throw berries and whack a flying wasp right between the eyes (if the wasp deserves it). He can jump, although distance isn't his best skill when jumping from vines.

To move Flik around in his world, press the directional buttons on the stick in the direction you want him to go.

If he needs to get over an obstacle, press the  button to make him jump. Many obstacles are too high for Flik to jump over unless he has your help. Click on your surroundings to find what you need. Think like a bug!

Flik can pick up objects. When Flik gets close to a seed, press the  button. If the seed is moveable, Flik will hoist it over his head. If not, Flik will do a frustrated grunt.

Hint: Moveable seeds are resting on the ground. Immoveable seeds are planted & sprout for into the ground.

# Seeds and Plants

There are plenty of seeds scattered throughout Fik's world. All seeds are brown when you first see them. The plants that grow from them can do amazing things:

- Enhance Fik's health.
- Make him invisible.
- Shield him from attacks.
- Grow platforms for jumping.
- Help him fly.
- Damage enemies.

## SEED TOKENS

Seed tokens (which even a power plant cannot let you change the colour of) are used to make a kind of plant that grows from it.

When you collect tokens, the kind of plant you can grow is shown at the bottom right of the screen, along with the colour you need to choose when you want to make that kind of plant.

When you collect more than one of the same token colour,

the plant the power to grow more plants.

**For Example:** If Fik collects all four brown tokens, he can grow four different plants:

## What the Tokens Grow

### Brown

- 1 Token – A mushroom for jumping.
- 2 Tokens – A Vegetta Plant to let Fik up.
- 3 Tokens – He can fly on a Rainbow.
- 4 Tokens – A power plant to make Fik invisible.

### Green

- 3 or more Tokens allow grow plants with more leaves,
- and Fik's jumping higher and higher.

# Seeds and Plants

## Blue

This plant produces useful items which can help Pk. Pk. items are to give their powers.

- 1 Token - Invincibility for a short time
- 2 Tokens - Health to restore damage
- 3 Tokens - Bubble shield protects you from enemy fire.
- 4 Tokens - Super jump.

## Purple

**Berry power!** You can power-up your berry and keep the cash taken collected, or find the right berry power-up in the level.



## Yellow

- 1 Token - Blue berry shooter can damage grating power.
- 2 Tokens - Purple berry shooter! Horra in an grating power.
- 3 Tokens - Mine plant, same as gold berry, the mine automatically eliminates enemies.

# Seeds and Plants

## HOW TO HANDLE SEEDS

**Pick up a seed.** – Walk up to it and grab the  button. Press the  button again to put the seed down. (You can't pick up a seed that's already planted.)



**Drop a seed onto a planted seed.** – Walk up to it and press the  button. Press the  button again to pick up the seed.

**Change the direction of a seed.** – Press the  button holding the white button. This is useful for making turns. You must have picked up a train to change the colour of a seed.

**Plant a seed** – Jump on it.

**Drop the seed for no money.** – Press the  button.

**Pick up the seed from a plant you already planted.** – Walk up to the plant and press the  button. If the seed has already been planted, the money seed is below it. You can't drop the seed until the first time you have already collected the money.

**Go through plants.** – Press the  button. You can go through all of the different plants you have planted by pressing the  button.

# Berry Attack!

Flik's first line of defence is to throw berries. To throw a berry, wait Flik to take the berry and press the **○** button. If an enemy is in range either way he'll be moved to in the air. Then you get him. When an enemy gets hit with enough berries, it explodes. *It's this right berry.*

Berries vary in power. Flik always carries red berries with him the most. He uses his enemies with multiple red berry shots in hand. Then that. But berries come in every form. A grasshopper - they just make them mad. More powerful berries are scattered around for you to find.

When you see a berry power-up, walk Flik into it. Then your berry shots will be more powerful and require fewer throws to take out an enemy.

## Berry Power

**Red** - Flik has these all the time until he finds more powerful berries. Grasshoppers just laugh at this one.

**Blue** - Snake turns his a bag with this and it explodes in a blue cloud.

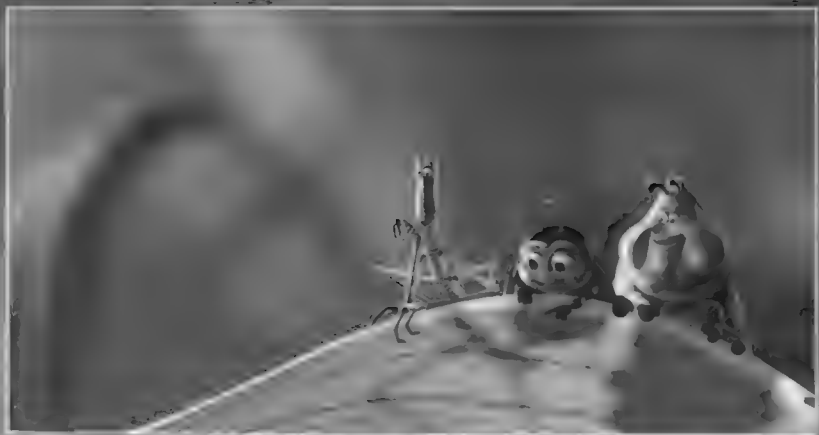
**Green** - This burning berry takes down a target.

**Purple** - A flaming berry just like the green one but it wraps the ends off a grasshopper's face. It's more powerful than the green berry and that makes it find berries.

**Gold** - The most powerful berry. It explodes in flames when thrown. Bugs stay gone after getting hit with this one. A gold berry keeps enemies from returning after you throw them out the first time. When you have gold berries, you can keep track of how many enemies you have left in a level. Every time you defeat an enemy, a counter will number displays at the bottom of the screen.

# Berry Attack!

So random? Don't pick it, a smaller berry than the one you already have!





# Success Tokens

Make sure to search each level for useful items. Many are hidden in secret places. After you collect all items or destroy all enemies on a level, one of the three Success Tokens listed below will appear. When you collect a Success Token, it appears briefly on screen and then flies off. Collect all three Success Tokens in a level for 100% completion and a Bonus Movie Clip.

## FLIK Token

In every level, the letters of Flik's name are scattered around. Find all four letters and receive an extra life. When you have all the letters, you'll receive the FLIK token.

Press the SELECT button to show the 5 letters found and get your token. After you have collected.

## Grain Tokens

Grain is the ants' main source of food. They are eaten and built in the air. Many times they are grouped together. When you pick up the last grain, the Grain Token appears and lets you know you've succeeded. You also gain full health.

## Enemy Tokens

Gold berries and Flik's harvester are two of the ways Flik can wipe out an enemy permanently. Clear all the enemies on a level and win the token.

# The Status Icons

One trick of FLY is that by pressing the SELECT button to display the status icons at the top and bottom of the screen.



**Lives:** Flik loses the game each time he loses a health crystal and his score is reduced by 100. When he loses all his lives, the game is over.

**FLIK Letters:** Collect the four letters of Flik's name by finding F, L, I, K. Flik will receive one letter for each letter of his name and find them placed in the top status icons.

**Health:** When Flik finds a health crystal, his health is restored. But he can't find any more crystals. A blue seed flower is the leaf to many Flik's and other players. Find the leaf with Flik. Flik's health is picked up the health leaves, which he can use to restore his health and receive one of blue seed plants.

**Seed flower:** As you find more seed flowers of different colour, the number of plants Flik can grow increases. The seed flower is placed in the plants that will grow from seeds of the flower.

**Grains:** When you press SELECT button, all grains in your lives given Flik and Flik's

## Completing the Levels

To complete a level, you don't have to get all the items and destroy all the enemies; you simply have to find an exit, complete a goal, or defeat the boss. If you don't get 100% completion, you can return later and try again.

### DEWDROP TELESCOPES

Flik's ingenious scopes reveal level exits and hidden treasures. Each telescope has 10 use them hovering in mid-air just above Flik's head and look through it to see a rotating view of hidden items or the exit location and surrounding detail.

# Bad Bugs!

These rotten insects make you ashamed to call yourself a bug!

**GRASSHOPPER** - They can munch their way through a cornfield in a couple of hours and not leave a scrap. Try to knock them out with a red berry? Forget it.



**MOSQUITOES** - Not too tough but a real pain. River beds are loaded with them.

**FLIES** - You'll know when you're in the city because these guys treat you like garbage.



**COCKROACHES** - Look for these urban crawlers around junk piles.

**SPIDERS** - The most common of enemies, spiders pop out of the ground to take a bite out of Flik.



**MITES** - Watch out for their pointy nose, or they'll poke Flik.



# Bad Bugs!



**GRUBS** - Don't hang around in tunnels when these things come drilling through the walls.

**CENTIPEDES** - These creeps pop out of walls and take a bite out of Flick.



**ARMOUR PLATED BEETLES** - APB's are built like iron balls. They retreat into their armour to avoid berries.

**WASP** - These vicious aerial attackers hover over Flik and try to sting him.



**DRAGONFLIES** - These airborne obstacles aren't overly aggressive, but they will take a bite out of Flik.

**EARTHWORMS** - Lurking underground, these bugs loom above Flik when they come out of hiding.



**DADDY LONG LEGS** - They tower over Flik, and wander the streets of the city. Watch out for those webs.

## BOSS BUGS

Flik will travel to five different lands during his search. To win victory in each land, he must defeat the boss bug.

**THUMPER** - Can you say "crazy"? Thumper can't - he's too busy screaming while trying to tear Flik into tiny Flik flakes. He also launches deadly mosquitoes, so beware!



**BIRD** - Everything is afraid of the Bird... even Hopper!

**THUD THE HORSEFLY** - This bug looks like he could eat a horse!



**MOLT** - Shedding puts this heavy duty grasshopper in a rotten mood. Once he gets up speed, he has a tough time slowing down.

**HOPPER** - This grasshopper gang leader is the reason for Flik's quest away from Ant Island. Defeat him and the game is won!

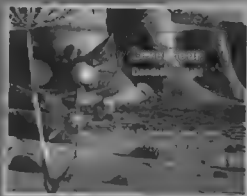


# The Lands of Bugdom

Flik must travel through all five lands to complete his journey. Each part of his trip contains three levels

## ANT ISLAND

This is your homeland. But it's still dangerous. Practice your planting skills and berry attacks. Dot will guide you in the first level. She knows the exit's location. But don't just run for the door. There are treasures to find. Next, travel eerie tunnels and escape danger using your seeds. Battle a grasshopper in the council chamber.



## LEAVING ANT ISLAND

Change your altitude or you'll never get out of here. When you make your escape, travel the sunbaked soil of a river bottom thick with mosquitoes. Don't even think about how scary birds are.

## LITTLE BUG, BIG CITY

Dodge traffic and explore this strange new land. This is where you'll make some friends and begin to see solutions to the Hopper problem. Get ready to heave some serious berries and watch out for the cockroaches!



# The Lands of Bugdom

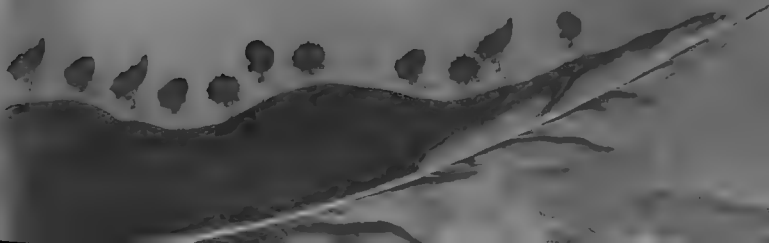
## RETURN TO ANT ISLAND

You head back home leading a band of warriors. Each one of your friends can help in difficult situations. You begin to hatch a scheme to rid your colony of the dreaded Hopper.



## GRASSHOPPER WAR

Grasshoppers are everywhere! They swarm over your colony in this final battle for the future of Antkind. Learn to fight with new weapons but save your strength. Hopper won't go quietly..





## Game Hints

- Remember, if you are carrying a seed you can drop it on top of enemy bugs. You have to get pretty close, so be careful.
- Some seeds are movable. Try placing them under tokens you can not reach with a normal jump.
- If a token is out of reach, try finding another token that will allow Flik to reach new heights.
- Propeller plants are very useful for moving seeds.
- Use the **L2** or **R2** to walk Flik on ledges.
- Propeller plants give Flik a boost when he is flying on the Dandelion.
- Sometimes Flik will find movable seeds in tight places where it seems impossible to remove the seed. Keep trying different things to find a way out. Think like Flik!
- Check everywhere for treasures. Vital items can be hidden in out of the way places.
- Sometimes the best defence is to run for your life - remember, it takes a bigger ant to walk away!
- Bad bugs aren't the only thing that can damage Flik. Look out for hazards that may appear harmless but are hopeless for ants.

# Credits

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# Credits

## Cast (in order of appearance)

Flik - Dave Foley  
Mr. Soil - Roddy McDowall  
Dot - Hayden Panettier  
Slim - David Hyde Pierce  
Heimlich - Joe Ranft  
Francis - Nick Jameson  
Manny - Jonathan Smith  
Gypsy - Madeliene Kahn  
Rosie - Bonnie Hunt  
Dim - Brad Garrett  
Tuck/Roll - Michael McShane  
Thud - Jack Angel  
Blueberry Scout - Lauri Shillinger  
Molt - Richard Kind  
Atta - Jodi Benson  
Hopper - Andrew Stanton

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### 3D Engine Programming

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## Special Thanks

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Francesca Charlesworth,  
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Disney Interactive Videogames  
Team

DATE

SYMBOLS AND ABBREVIATIONS

NO. OF PLANTS

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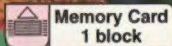
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# Memory Card



Save your progress through 16 adventurous free roaming levels and store the movie clips for playback in the game's movie gallery - all with an official Memory Card from Sony.

Look out for other games bearing the Memory Card icon:



[www.playstation-europe.com](http://www.playstation-europe.com)

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